Rolls
If you want to overcome an obstacle in the story and we don't know if you'll achieve it, you roll 2d6, then check the result

▸ 2-5: You fail at what you were trying to do, or you succeed but at a terrible cost.
▸ 6-9: You do as intended, something good or bad may happen.
▸ 10+: You succeed with no further complications, something good may happen.

Tags
Your character has tags. A tag is a sentence that describes something about your character, something they're capable of doing very well like manipulating fire, using computers, or having reliable contacts in the underworld. Your character may have any number of them, most characters have between 3 to 4. Whenever you intend to do something that would require a roll, you can invoke a tag by stating it before your roll. You invoke it in situations where doing so would be helpful in your action, and doing so grants you a +2 to your roll.

Optional Rules:
-You may only invoke one tag per roll.

Hitpoints
You have 6 hit points. You may suffer damage to those hit points for story reasons, failing to overcome an obstacle, or when engaging in a fight.

Fighting
If you want to engage in a fight with someone, roll 2d6 then check the result. You may invoke your tags the same way as when overcoming an obstacle for a +2 when rolling to engage in a fight. You can invoke elements of the scenario as tags as well but they will only give you +1 when rolling to engage in a fight.

▸ 2-5: You exchange blows, but you suffer the brunt of the damage.
▸ 6-9: You exchange blows and both characters may suffer damage.
▸ 10+: You overwhelm your opponent and suffer no damage

Loosing
If you run out of hitpoints you're out of the scene, meaning that you are captured, lose consciousness, or suffer whatever the story dictates would happen.

Inspiration
Once, during a major event in the character's story, you may invoke a special tag every character has called Inspiration. When you do, your character goes above and beyond its usual capabilities and greatly succeeds at what he was trying to do. When doing so instead of getting a +2, they do something cool and defy all odds to beat any obstacle. The purpose of this tag is to give the character a dramatic moment of triumph, usually when everything seems lost want to defend someone or what they believe in.

Sheet example
Name: *Christine Sunny*
Hitpoints: *6*
Tags:
Librarian
Whispering voices: Christine hears voices of a divine origin in her head, giving her advice although most of the time being a constant nuisance
Pyromaniac
Cult of Animundis: She's a member of the local cult, granting her resources and allies but also getting her enemies from rival groups

Ideas - Tags
Example Backgrounds

- Former Royal Advisor
- Exiled Prince/Princess
- Traveling Monk of the East Wind
- Last Survivor of a Lost Civilization
- Renegade Scholar
- Once a Celebrated General
- Street-Born Trickster
- Hermit of the Frozen Peaks
- Desert Nomad Raised by Spirits
- Champion Gladiator
- Former Artisan of Divine Craft
- Archivist of Forbidden Tomes

Example Talents & Skills

- Blade Dancer
- Master of Subtle Persuasion
- Keeper of Ancient Languages
- Storm-Weathered Navigator
- Monster-Hunter Veteran
- Shadow-Step Thief
- Unshakeable Strategist
- Bearer of an Unbreakable Will
- Born Healer with Gentle Hands
- Illusion-Breaker
- Weapon-Savant (pick weapon)
- Hunter of Lost Relics
- Explorer of the Unmapped
- Virtuoso Musician
- Divine Chef Who Fed Kings

Example Reputations & Personality

- Beloved by the People
- Feared Prophet of Doom
- Quick to Laugh, Quicker to Anger
- The One Who Always Keeps a Promise
- The One Who Witnessed the End

- Loyal to a Fault
- Cunning Mask-Wearer
- Known for Bending Rules
- Soft-Spoken but Terrifying
- Voice Like Velvet and Knives
- Honest to a Fault
- Eternally Hopeful
- Works Best Alone
- Cynic with a Kind Heart
- Mystical/Strange Traits
- Marked by Starlight
- Eyes That See Truth
- Touched by the Void
- Heart of Living Flame
- Blessed by Beasts

Example Social & Cultural Tags

- Founder of a Revolutionary Movement
- Diplomat Between Warring Nations
- Raised by a Cult Who Misunderstood Everything
- Favored by the Common Folk
- Former Commander of the Sun Battalion
- Estranged Child of a Noble Family
- Known Thief-King of Seven Markets
- Protector of Orphans
- Outcast Who Built Their Own Legend
- Keeper of Peace Between Tribes

God hack - *Inspired by Diem Diu Dios*

When you play Godhack, you play as a god or goddess who intervenes in the world in direct, symbolic, or catastrophic ways. Although you are incredibly powerful, your new power depends on how much faith mortals have in the entire pantheon.

New rule! - Great Hitpoints
Faced with things that would be deadly to a human, you are immortal. However, a monster, another god, or a powerful wizard can be lethal. Your hit points can only be reduced by something of that magnitude. Every god have 6.

New rule! - Faith
Your entire pantheon shares something called Faith. Faith starts at 6 points, but it can grow and decrease.
It represents the devout worship your followers fervently give the pantheon in their prayers and in their hearts. You can lose faith by being cruel, arrogant, indifferent, vain, despotic, or simply by hurting the faithful.

If Faith reaches 0, the entire pantheon loses its power.

New rule! - Dominion Tag
Just like a regular tag is used to describe something about your character, all your divine powers must be described using a dominion tag. Every god has one.

You can invoke it to perform divine acts or actions related to your domain. Just like a normal tag, they will receive a +2 if your tag is beneficial to the thing you are trying to do.

You can use the rest of your normal tags for aspects of yourself when you were mortal.

New rule! - Heroes
There are heroes who quest in your name. At least, there will be when you bestow visions to your followers. Your heroes are adventurers who worship you, either on their sleeve or simply in their hearts. At any time, you can bestow your mantle on a Hero who is questing in your name. These mantle-bearers are more powerful than regular Heroes thanks to the sliver of your power you've given them, and **you will always be able to hear their prayers.**

To bestow your mantle on a hero, pick one of your five labels they embody one of your regular tags. You cannot have two heroes who embody the same tag (which means you will at most have five mantle bearers of your own at a time). If a hero renounces your mantle, you will immediately become aware of the act.

Ideas - Things that gods can try/do, regardless of their domain

Directly affect the mortal world with your divine power,
Destroy, wreak havoc, or otherwise enact violence on a person, place, or thing
Appear physically or as a vision or in dreams,
Perceive the pleas, rituals, and needs of your faithful,
Study events as they are, to determine what will happen in the future, or what has happened in the past
Use the offerings your worshippers have left you to work nonviolent miracles or to create a specific object (or objects) in the mortal realm
Create objects on the mortal realm,
Attempt to prophesy, Possess a believer, Communicate with another god.

Grant blessings, Impose curses,

Sheet example
Name: Aurelia Luminaria
Dominion Tag: Goddess of Dawn and Sun
Great Hitpoints: 6
Faith: 6

Tags
Former Sage of the Crystal Spire
Silver-Tongued Wanderer
Trained in Forbidden Knowledge
Nobleborn

Heroes

1.- Ser Caldus of the First Light

Embodied Tag: Silver-Tongued Wanderer
Role:A knight-poet who travels proclaiming the dawn of Aurelia, illuminating paths and challenging the powerful who fear the truth of the dawn.